

MONIQUE BUSTER

Vector Illustrator/Designer

CONTACT

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WORK EXPERIENCE



2003 - MODOG MEDIA Illustrator/Designer

- Creative and technical illustration
- Primary focus on vector photo-real product and process illustrations, line art, infographics, instructional design, and 2D animations
- Clients include: Nike, Adidas, Brooks, Tommy, Indeed, Maxcess Intl., Mattel, Toyota, Honda, Sony, Upwork, Viking/Husqvarna, and US Government

2002 - 05 PERRY ELLIS INTERNATIONAL Textile Designer/CAD Artist - Lead

- Conceptual art, illustration, and technical repeats of textile prints
- Apparel CADs and technicals for embroideries and wovens

2000 - 02 THE ART INSTITUTE - PORTLAND Adjunct Faculty - Image Manipulation

- Introduction to Photoshop and Illustrator
- Development of lesson plans, lecture, interactive instruction, and art theory

1998 - 00 CLASSIC EXHIBITS, INC. Director of Design

- Worked with sales team and distributors on product development and design
- 3D Modeling, Tradeshow Graphics, Photoshoots, advertisements, brochures, and branding

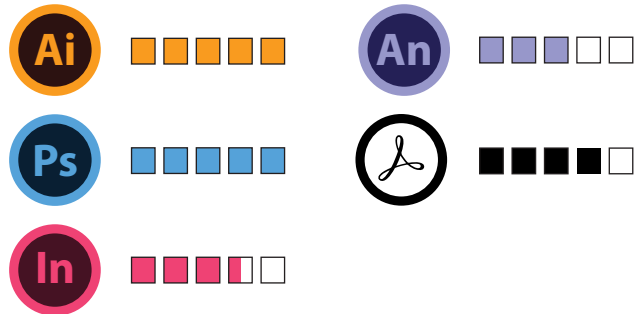
1995 - 98 OSWEGO GROUP Illustrator

- Product illustration - Line art to photo-real

1995 HASH ANIMATION Internship - 3D Modeler/Special Effects

- Modeling and post-production special effects of feature film

SKILLS



EDUCATION

1994 - 95 STUDY ABROAD PROGRAM AMERICAN COLLEGE OF LONDON

- Graphic Design and Art History in London, GB

1990 - 95 BFA - STUDIO ART WASHINGTON STATE UNIVERSITY

- Emphasis in painting, drawing, printmaking, sculpture, computer animation, industrial design, and art history.
- Dean's list and Presidents Honor Roll

PORTFOLIO UPON REQUEST